

# C-ID Descriptor

## Introduction to Digital Art

### Descriptor Details

- **Descriptor Title:** Introduction to Digital Art
- **C-ID Number:** 250
- **Units:** 3.0
- **Date of Last Revision:** 10/12/2017 04:44:01 PM PDT

### General Description

Introduction to fundamental concepts, practices, and theories of digital art production. Topics include integration of traditional design, color, and compositional principles with contemporary digital tools.

### Prerequisites

No information provided

### Corequisites

No information provided

### Advisories

No information provided

### Content

1. Elements and principles of design as they relate to digital media.
2. Concept development as it relates to digital and time-based art.
3. The use of technology to create art through various digital media input and output methods.
4. Principles and uses of vector and raster-based software in the creation of digital art.

5. Characteristics of color in additive and subtractive color systems.
6. History, contemporary trends, language, aesthetics and emerging media as they relate to digital art.
7. Group and individual critiques of digital images utilizing relevant terminology and concepts.

### **Lab Activities**

1. Create art through various digital media input and output methods using vector or raster-based software.
2. Assignments focusing on the conceptual development in project-based digital images and time-based works.
3. Group and individual critiques in oral and written formats.

### **Objectives**

*At the conclusion of this course, the student should be able to:*

1. Apply the elements and principles of design in finished digital images and time-based works;
2. Create a portfolio of work demonstrating formal, conceptual, and technical development;
3. Produce digital images and time-based work through various digital media input and output methods using vector or raster-based software;
4. Examine and describe contemporary approaches, language, aesthetics and emerging media in digital art;
5. Safely handle and maintain digital imaging hardware and materials;
6. Evaluate and critique digital images and time-based works utilizing relevant terminology and concepts.

### **Evaluation Methods**

Portfolio of completed work;

Group and individual critiques in oral or written formats;

Written assignments, which may include quizzes, essays, exams, or reports.

## **Textbooks**

Arntson, Amy E. Digital Design Basics.

London, Stone and Upton. A Short Course in Digital Photography.